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# Wahoo Bay Website

# **Project Sponsor and Contact Information**

Wahoo Bay
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# **Team Members**

Hunter Behrman - Computer Science
Mason Collins - Computer Science
Michelle Tan - Computer Science
Vinicius Taveira Salgado - Computer Science
Dan Zimmerman (Team Leader) - Computer Science

# Florida Atlantic University Department of Electrical Engineering and Computer Science Fall 2022

# **Project Summary**

Our team is developing a software system that allows a user to fully engage in the immersive activities of the Wahoo Bay Educational Marine Park. The software system will have two primary components: a data section where users can access all the data collected from Wahoo Bay, and an educational section for teachers and students to create and experience classes.

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# Problem Description

Wahoo Bay is a small, protected, shallow-water inlet in Pompano Beach, FL, that is being transformed into an immersive educational marine park experience, combining underwater and on-shore experiences with the goal of raising awareness of the importance of keeping our oceans and reefs healthy and thriving in an entertaining and memorable way.

Wahoo Bay needs a method for potential visitors and researchers to access the data that is being made available through sensors and cameras on site at the bay. This data is currently being collected and sent to SenseStream, but that is not a user friendly layout for most. Our team will need to collect this data from SenseStream, and display it properly for those who would like to view it. Additionally, this data will potentially need to be downloaded by researchers so we need to make it accessible in that way too.

On top of this our advisors at Wahoo Bay would like a way to teach students about the bay as well as marine ecology in general. A method is needed for teachers to create classes and for students to access these classes.

So, our problem is twofold: gather and host the data from Wahoo Bay, and then share that information in a user-friendly way.

# **Proposed Solution**

To solve this problem our team is developing a software system that allows a user to fully engage in the immersive activities of the Wahoo Bay Educational Marine Park. The software system will have two primary components.

The first component consists of live video and data feeds of current weather and water conditions derived from sensors taking measurements in real time at the site. The sensors and cameras for collecting this data are already in place at Wahoo Bay, but our team will need to access the data through the SenseStream API and then save it to Wahoo Bay's database for easier access. This will allow us to build the second component of the project.

The second component is an educational experience linked to the data that will allow the user to explore the meaning of the data in context, along with educational content targeted towards specific grade-levels of children. There are three main requirements for this section. The team will need to both manipulate the data to a more convenient format, and figure out the best way to present this data to an average viewer of the website. Additionally, while the grade specific educational material is not being written by us we will need to find a format that is both simple enough for elementary school students and one interesting enough to keep middle and high school students from becoming disinterested. To allow students to save progress, for teachers to create classes, and for researchers to download our data safely we will also need to create a user management system.

User accounts will simply be part of a table in Wahoo Bay's database, but for user safety security measures have to be considered as well. User passwords will, of course, be encrypted. Sign-in and the persistence of said sign-in will be handled using JSON Web Tokens (JWTs). JWTs handle security by being signed through our backend during creation with a secret key. This is important because all the data on the token is not encrypted meaning without the signature the token could be recreated and used by anyone. On top of the security this token adds, it also creates a convenience for any potential future expansion of the web servers. When handling sign-in through JWTs the token is given to the user and stored on their device, so the user will send the JWT with every request allowing them to stay signed-in. This is better than the older approach of handling user sign-in on the server side as it prevents the user from accidentally being signed-out if they are served a webpage from a different server than the one they originally signed-in on.

Beyond Wahoo Bay specifically, the hope is that this website's format is well received and transferable to other nature studies sites. The Wahoo Bay team expressed interest in potentially using the website as a template for similar projects all over the world. As such, formatting of the website and simplicity of the codebase are two primary focuses when it comes to the work of this project.

# **Project Requirements**

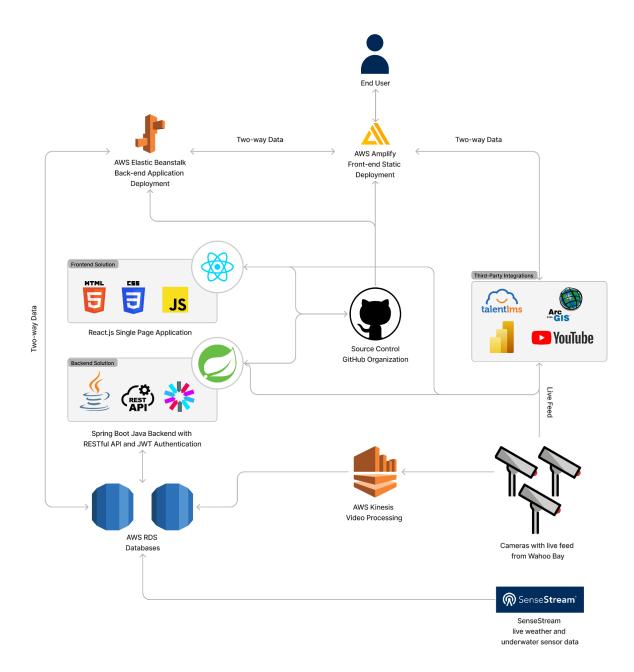
# **Functional Requirements**

- F.1 The software system shall allow access to live data available from the organization's sensors.
- F.2 The software system shall host three live video feeds.
- F.3 The software system shall have source control.
- F.4 The software system shall have a learning area with options available for different grade levels of students.
- F.7 The software system shall have administrative accounts to moderate the website.
- F.8 The software system shall provide a RESTful API for curating data in the database.
- F.9 The software system shall provide a web-based UI with the ability to CRUD (Create Retrieve Update Delete) manage users.
- F.10 The software system should capture and save time-lapse images of Wahoo Bay for the sake of recording changes over time.
- F.11 The software system should allow for integration with social media where appropriate.

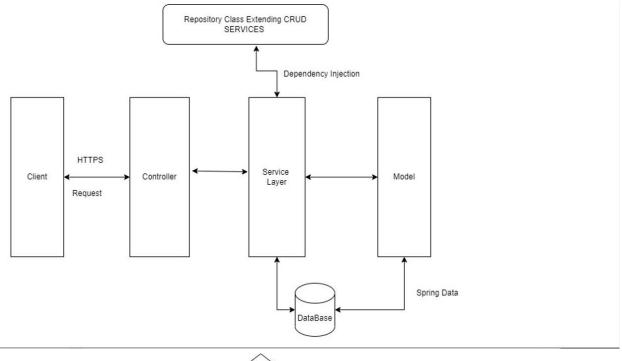
## **User Requirements**

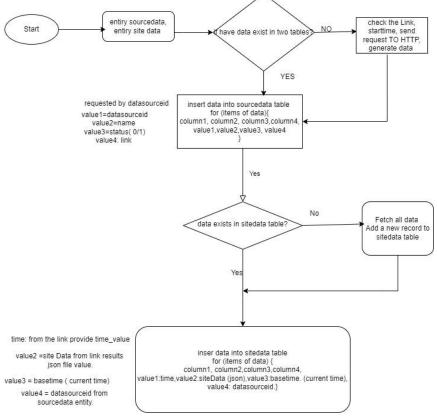
- U.1 The software system shall allow users to create and delete personal accounts.
- U.2 The software system shall allow users to log into their accounts to create profiles.
- U.3 The software system shall allow access to all content without the need of an account.
- U.4 The software system should save user progress in lessons using cookies or their account.

# System Design



# Back-end Sub-system Design:



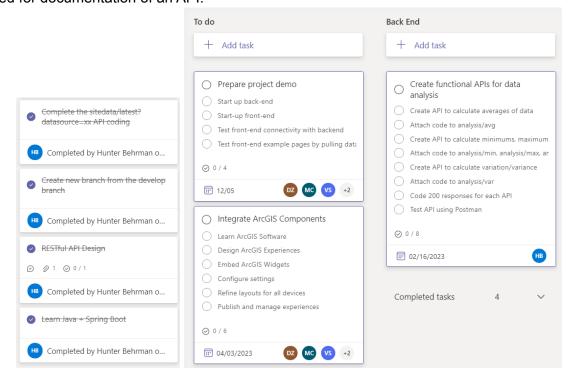


# Sub-system Design

### **Hunter Behrman**

The work I have done so far is the creation and documentation of the main APIs that the frontend team will use to get data from the database. So far, I have made an API that returns all the information in the latest row of the database, and an API that will return all rows in the database (and their information) between two timestamps given by the API caller. Similarly, I have drafted and then finalized a .YAML, Swagger formatted information file that documents the two APIs I have made, what they require when called, and what their responses look like.

I have had experience with Spring Boot before, so it wasn't too much of a challenge for me to work with it at a more professional level. However, prior to this, I had no experience with API documentation, so a challenge for me was learning the Swagger format and what is usually needed for documentation of an API.

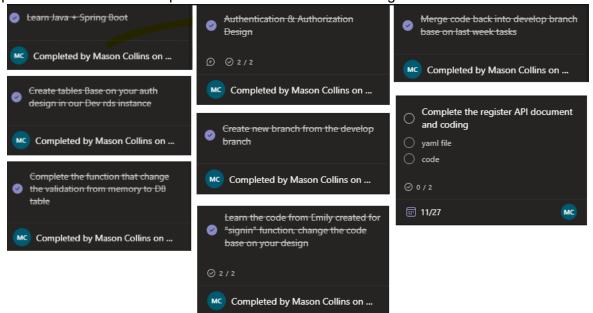


Tasks above are all those that have been completed by me thus far as well as future ones.

## Mason Collins

The components I have worked on so far are all user related. Several database tables have been created to store user related data and user registration and authentication functions have been added to our Spring Boot application. These components need to interface with one another and the API portion needs to interface with the front-end of our website. The user registration and authentication APIs work as a bridge between the incoming front-end data and the back-end database.

Some challenges I have encountered so far are unfamiliarity with Spring Boot, JWTs, and APIs. These challenges were lessened greatly by the early tasks I received that gave me time to study each of these topics. Back-end work is entirely new to me and as such the implementation of each component comes with a lot of learning.

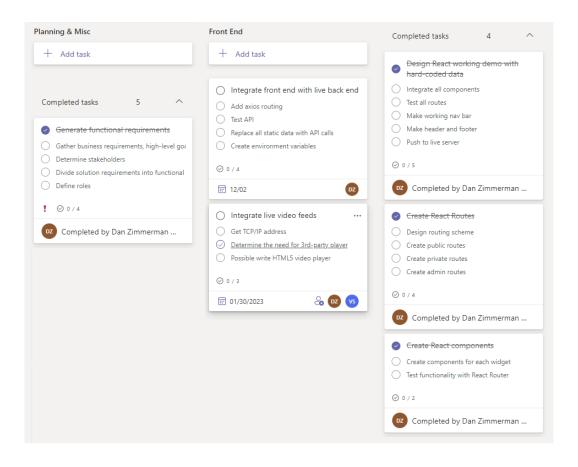


Each task seen above has or will be completed by the project demo for ED1. As the tasks I have assigned after this are group tasks only for the time being they will be seen in the project schedule section.

# Vinicius Taveira Salgado

The work I have done so far is related to the front end. I've needed part of the meeting to understand what the website will present and how. I am using react to develop the front-end and integrating PowerBI to the framework. The tasks I have done so far are learning React from a development point of view and learning how to integrate PowerBI into it. In addition, I will aggregate the back-end with the front-end so it is a presentable and functional product.

The tasks below are what was completed in addition with the tasks that will be completed in the future.

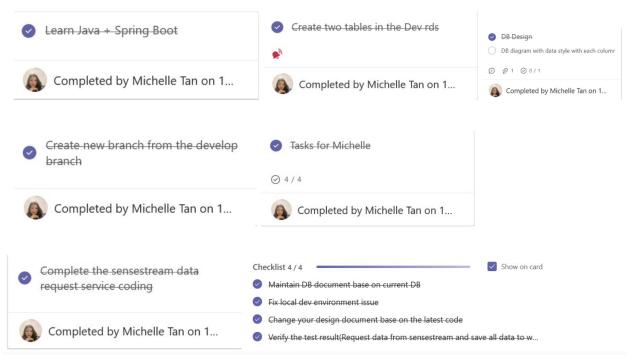


### Michelle Tan

The components I have worked on so far are to get data from the SenseStream API and save the data into our database. I have created a few tables in the Wahoo Bay database. I created a function to fetch all data from the SenseStream API then save and add the new data into the sourceData table and the siteData table. These functions have been added to our Spring Boot application in IntelliJ IDEA. This data collection has to be scheduled based on the time, then all fetched data is saved into a database. The reason we base the data collection on time is to prevent duplicate data.

Some challenges I have encountered so far are unfamiliarity with Intellij IDEA. Spring Boot and APIs are also new to me. Backend requires a lot of experience.

Sometimes Intellij IDEA faces dependency issues, studying these issues takes time. I don't have any prior experience with backend. It takes a few days to figure out by searching online and studying.



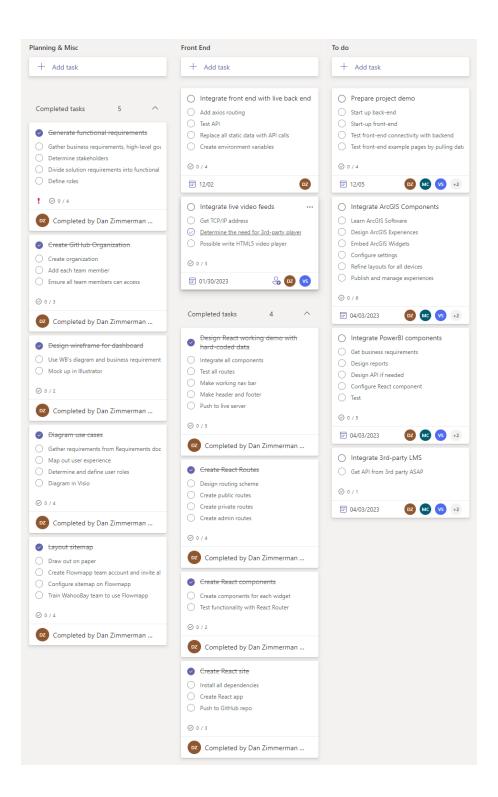
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# Dan Zimmmerman

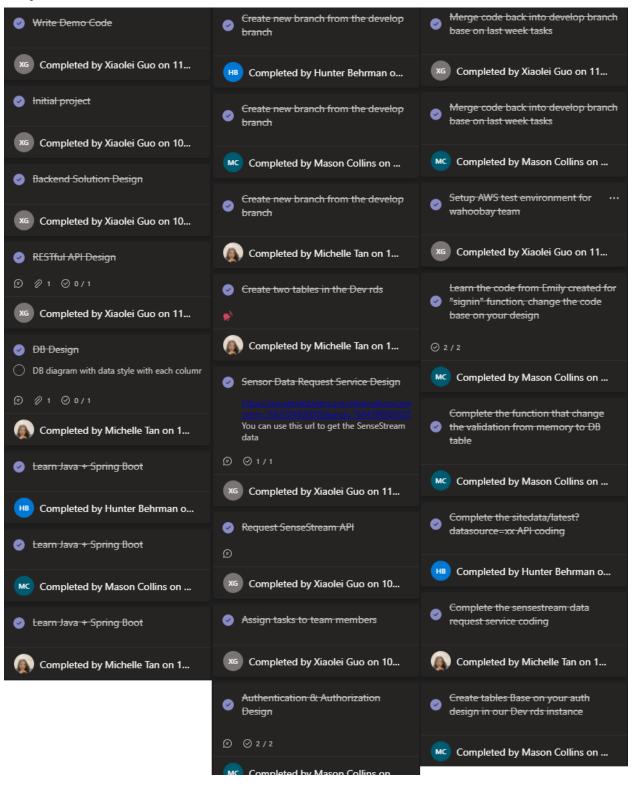
As the Team Leader, I am responsible for many aspects of this project. I lead the weekly recorded MS Teams meetings that we have held with our sponsor since the week we were assigned to them. During those meetings, I give brief PowerPoint presentations of the work our team accomplished the previous week, I pose any questions or obstacles we ran into and report whether we were able to resolve them or if they are still outstanding and present the next steps in our plan to the team. I also field any questions or concerns that the sponsors have. While I do lead and guide the meetings, both entire teams participate in an open dialogue.

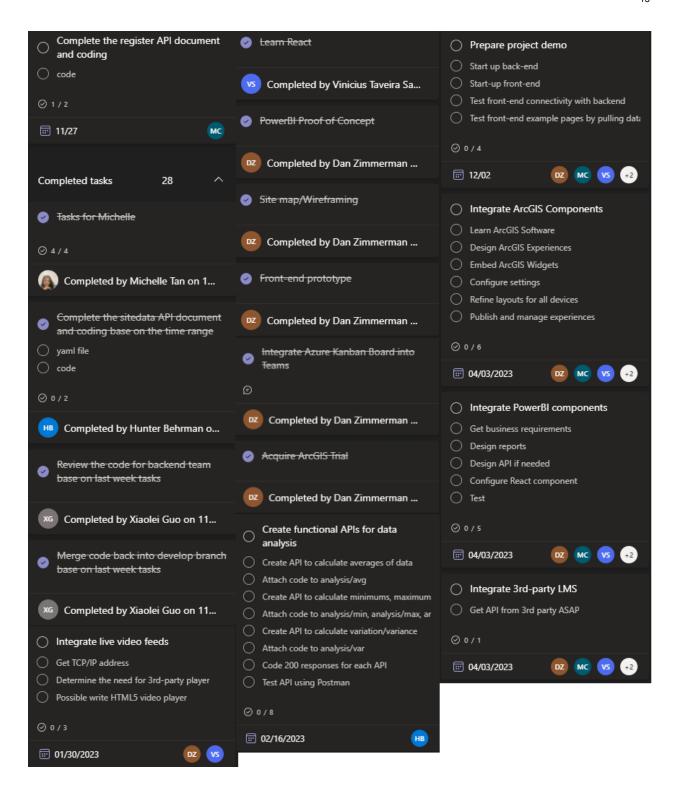
In addition to being the Team Leader, I am also one of the front-end developers. I made the decision to develop the front end in React due to the flexibility of that component-based platform and because of the wide range of available modules designed to extend the capabilities of the front end. I have about a year's worth of experience working with React, and I am not an expert, so this very much a learning experience for me. We are working with large amounts of highly technical sensor data, and it is my job to design an interface that displays that data in ways that even children can appreciate and understand. It helps that we are also showing live streaming videos of turtles. Additionally, we are doing some very unusual integrations of other platforms, like PowerBI, ArcGIS, and a Learning Management System called TalentLMS, all of which I am responsible for making work inside our React framework.

The tasks below indicate my involvement in various aspects of planning, and all aspects of front-end development. This includes the initial planning and requirements development phase, the current state of the project, and planned integrations for next year that will bring us all the way up to the end of next semester.



# Project Schedule





# **Gantt Chart Timeline for Fall 2022**

